

THE EMBODIMENTS OF THE INVENTION IN WHICH AN EXCLUSIVE PROPERTY OR PRIVILEGE IS CLAIMED ARE DEFINED AS FOLLOWS:

1. A board game comprising:
 - a plurality of player markers;
 - a game board having a plurality of spaces thereon for movement of player markers, said plurality of spaces including:
 - a plurality of equipment spaces, whereby a player obtains an equipment card indicated by a landed-on equipment space;
 - a plurality of task spaces, whereby a player takes a task card at random from a collection thereof upon landing on a task space and attempts to complete a task which is indicated on the task card by turning in at least one equipment card in their possession; and
 - random number generating means for determining movement of the player markers about the board;
 - wherein the game board further comprises a plurality of district spots, separate from the plurality of spaces, obtainable upon successful completion of a task and wherein the game further comprises a plurality of district markers for placement on an obtained district to indicate ownership thereof, regardless of whether the district was previously owned or not.
2. A board game according to claim 1, wherein districts represent firefighting districts.
3. A board game according to claim 1 or 2, wherein the player pieces, equipment cards, and/or district markers are marked to indicate the player associated therewith.
4. A board game according to claim 3, wherein the player pieces, equipment cards, and/or district markers are colour-coded to indicate the player associated therewith.

5. A board game according to claim 3 or 4, wherein the player pieces equipment cards, and/or district markers are indicated with a city name to indicate the player associated therewith.
6. A board game according to any one of claims 1 to 5, wherein said game board further comprises a plurality of duty spaces, whereby a player landing thereon takes a duty card at random from a collection thereof and follows instructions for playing the board game indicated on the duty card.
7. A board game according to claim 6, wherein duty cards indicate firefighting-related instructions.
8. A board game according to claim 6 or 7, wherein duty cards include cards having instruction to place a particular equipment card on a garage space on the board resulting in the particular equipment card being temporarily unusable.
9. A board game according to claim 8, wherein the game board further comprises at least one back-in-service space, whereby a player landing thereon may return any or all of their equipment cards which are on a garage space to their possession.
10. A board game according to any one of claims 6 to 9, wherein the game board further comprises at least one injury space, whereby a player landing thereon must proceed to a hospital space on the board where the player remains until liberated.
11. A board game according to any one of claims 1 to 10, wherein task cards indicate either a specific district to be obtained or a choice of districts.

12. A board game according to claim 10, wherein a player may be liberated from a hospital space by obtaining a preselected number using the random number generating means or by use of a particular duty card.

13. A board game according to any one of claims 1 to 12, further comprising rank badges which may be obtained by a player either landing on a promotion space of the board or as a result of instructions indicated on a duty card, wherein the rank cards reduce the number of equipment cards needed for completion of the tasks.

14. A board game according to claim 13, wherein the rank badges represent a rank of firefighting.

15. A board game according to claim 14, wherein the ranks include, from lowest to highest, some or all of firefighter, lieutenant, captain, deputy chief, and fire chief.

16. A board game according to any one of claims 1 to 15, wherein the game board further comprises at least one mutual aid space, whereby a player landing thereon is permitted to turn in, in addition to any of their own equipment cards, one or more equipment cards from another player in order to complete a task.

17. A board game according to any one of claims 1 to 16, wherein the game board further comprises at least one start space upon which players may place their playing piece at the game's outset.

18. A board game according to any one of claims 1 to 17, wherein the plurality of spaces is in the configuration of a maltese cross.

19. A board game according to any one of claims 1 to 18, wherein said random number generating means comprises at least one die.

20. A board game according to any one of claims 1 to 19, wherein equipment cards indicate a piece of equipment useful for fighting a fire.

21. A board game according to any one of claims 1 to 20, wherein task cards indicate a firefighting task.